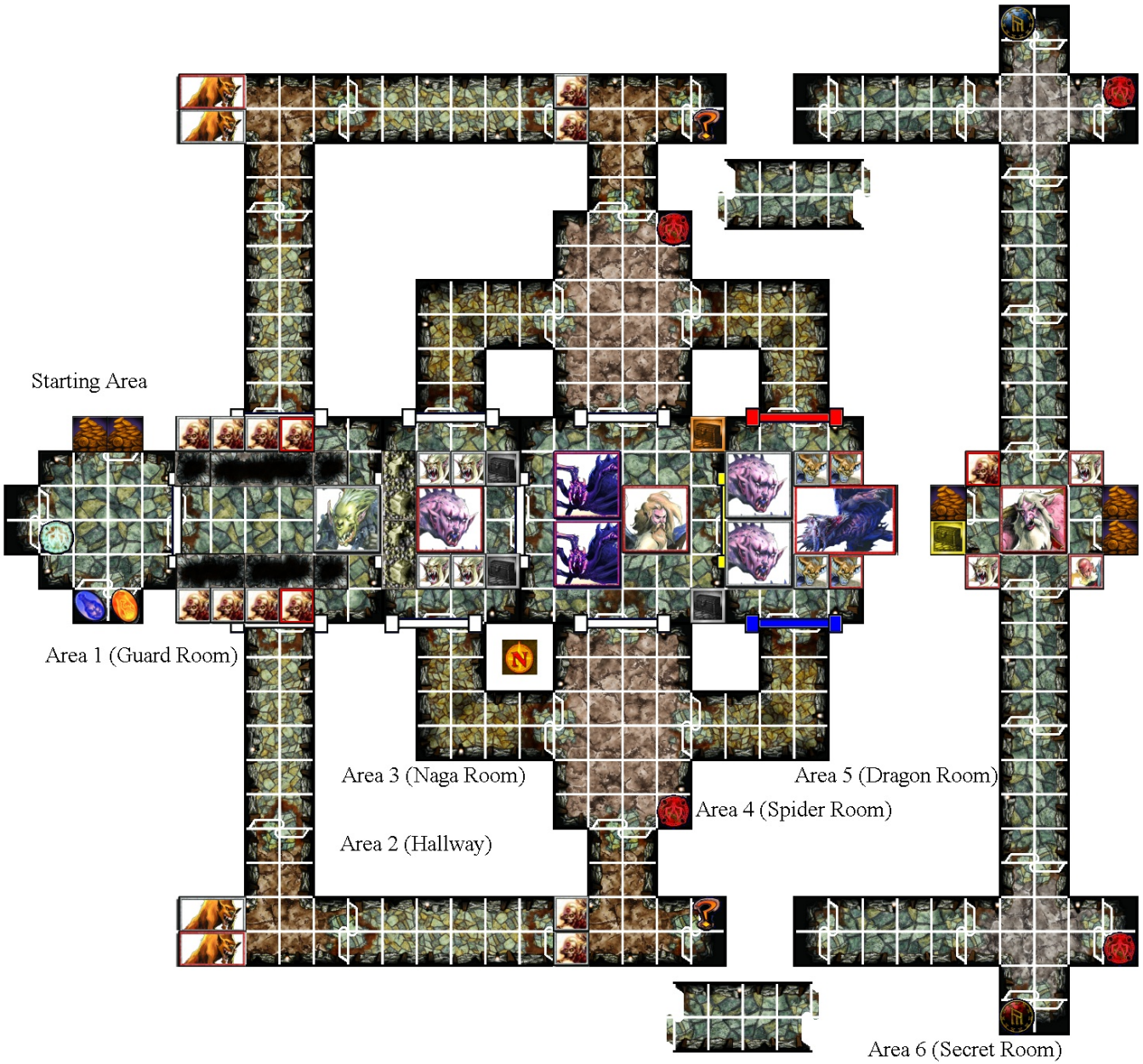

Chests:	
Copper 1	3 Curses
Copper 2	4 Curses
Copper 3	5 Curses
Silver 1	3 Conquest Token, 2 Curses, 1 Silver Treasure
Silver 2	4 Conquest Tokens, 3 Curses, 1 Silver Treasure
Silver 3	3 Conquest Token, 100 Gold, 3 Curses, 1 Silver Treasure
Gold 1	3 Conquest Token, 1 Curse, 1 Gold Treasure
Gold 2	5 Conquest Tokens, 3 Curses, 1 Gold Treasure

Fan Created Scenario.
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Dark Dragon Rutitious

By Todd Hicks

Scenario Background

Finally having charged through the guards outside the portal you break into the dungeon where it is rumored that the great dark dragon Rutitious currently resides. Having tracked him for over a year you anxiously enter the dungeon.

Mission Goals

Kill the great dark dragon Rutitious and if you can collect treasures and activate glyphs along the way, great.

During the phase of buying equipment all bronze items are put up for sale is though they were regular items. All heroes start with 650 coins and may buy any bronze items at 250 coins an item. However, after the characters are placed on the board bronze items get shuffled and can only be purchased as normal. The game begins as though you've already collected a bronze treasure, making bronze treasures available in the store. The heroes start with five conquest tokens.

Area 1 (Guard Room)

The room has pits on both sides of the room. Gleaming red eyes glare at you from across the pits, in front of you a ogre charges you.

All normal and master skeleton archers that start or spawn in this room get +2.

Area 2 (Hallway)

You enter into a long dark hallway, you hear a growl in the distance. Every so often you hear the sounds of someone barking orders out, the noise sounds muffled and you can't quite make out what the orders are.

If a hero ends his turn on an encounter token remove the token from the board.

A large grinding noise deafens you temporarily, then suddenly the wall infront of you drops into the ground and a room filled with loud voices is revealed.

Connect Area 6 (Secret Room) to the map at both points where the question marks are. Use the unattached piece on the map to make the connection.

Area 3 (Naga Room)

A large stone wall blocks the way into the room from the west. A low growl can be heard directing troops into combat.

All normal and master beastmen that start or spawn in this room get +1 armor.

Area 4 (Spider Room)

You walk in to a room covered with spider webs. Immediately you notice two very large, hungry looking spiders scurrying towards you.

All normal and master bane spiders that start or spawn in this room get +2 damage.

Area 5 (Dragon Room)

Finally, the dark dragon Rutitious whom you've been hunting is found. You charge into the dark, damp room.

Rutitious has +3 Armor, +25 Wounds and as long as he is alive all Overlord creatures get +1 damage.

If Rutitous dies the heroes get 5 conquest tokens and are victorious.

Area 6 (Secret Room)

The sound of troops training can be heard quite clearly through this hallway. General Brok, the hated giant is here training his troops.

The master giant is General Brok, he gets +3 armor, +5 wounds and +2 pierce. He also has command. At the beginning of your turn if General Brok is still alive roll a power die, if a surge is rolled you may spawn an addition master sorcerer and two normal sorcerers. If a blank is rolled you may spawn a giant, this giant has +3 armor, +3 wounds and +1 pierce. If a blank is rolled and you already have a giant on the board you may place two beastmen or two skeleton archers instead. If a range 1 or wound is rolled you may spawn an addition two skeletons or two beastmen or one of each.

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